

WEATHER: COLD MIS: V/BEAUTIFUL

IND: WITH DK BLUE COAT, RUST & GREY, LEATHER  
[POSSL UNIFORM]

TGT

(BLDG) • BASEMENT IMPRESSION / UNDER GROUND  
ROOMS w/ WHITE STONE WALLS

OLD MEDIVAL (sp)

BLDG • "GIANT" WOOD DOORS, HEAVY IRON BOLTS  
THRU DOORS / WHITE STONE FRAME  
AROUND WINDOW [STARK WHITE - V/CONTR

2D FLOOR - WINDOWS [STARK WHITE -  
VERY CONTRAST]

COURT YARD THRU DOORS

[BLDG MIGHT BE OLD WAREHOUSE]

ALLEY

- NARROW, COBBLE STONE, IMPRESSION OF  
LEATHER [FACTORY] ~~INDUSTRIAL~~ NEAR B
- V/OLD SECTION OF TOWN
- CROOKED
- LIGHT INDUSTRIAL [WAREHOUSES], ALL CONNECTED,  
VERY OLD
- V/NARROW ONLY LITTLE CARS.

CITY

- ROUND OUTLINE (OBLONG)
- OLD & NEW PARTS
- VALLEY ~~WALL~~ BORDERING MOUNTAINS
- "CROSS ROADS" TOWN

[SEE DRAWING ② TRAFFIC CIRCLE  
MAY BE BETWEEN RIVERS]

MAIN RD  
(CITY)

- "BRIDGE ROAD" FROM "ESE", TURNS "SE"  
↑ GOES ["EAST" THAN TURNS "NORTH"]  
[CROOKED ROAD] MAY BE JUNCTION  
SHOWN IN DRAWING ②

OLD STYLE

CITY : • TRAFFIC CIRCLE - PARK IN CENTER  
- TRAIN STATION [LOTS OF MODERN  
ART FORMS]  
- ACROSS FM. TRAIN STATION IS  
LG "CATHEDRAL" [OLD ART FORM.  
- STONEWORK]

BACKING